



## BORIS THE SPIDER

A Journal of Duplicitous Doings, Raw Power, and Naked Greed

"Oh, what a tangled web we weave  
When first we practice to deceive."

---Sir Walter Scott---



Volume V, #18

6 Jun 96

### 18xx In Demand!

A glance at our "On Deck" listing on p 18 will show that the 18xx games and HISTORY OF THE WORLD are the only games with a quorum. A look at the latest *Pontevardia* (the monthly listing of what 'sines are offering what games--available from Andy York for \$04 an issue or send a \$ASE for a sample) might explain why: only *Boris*, Mike Quist's tardy *River City Railway Gazette*, and Tom Butcher's *Blut und Eisen* run the games.

Anyway, we have 4 empty pages to fill. Boris XI will take one as soon as we fill out the field. Chuck Hanna has volunteered to guest GM a game of 1855, so he'll be using two of the pages. Signed up are Farrow, Quist, Wordelmann, Chinnery, Zieske, and I'll take the sixth chair if no one else wants in. Contact Chuck soonest as to whether you're still interested and your votes on the optional rules.

HISTORY OF THE WORLD has seven signed up. Farrow, Zieske, Morrison, Wilson, Anderson, Carbonneau have first dibs with Deb Osborne first alternate (or 7th player if that option passes). Would these please vote on the optional rules listed on p12)? If the votes get in early, we may be able to get Egypt and Crete out of the way.

1855 should finish next time, so we'll have two more pages to fill soon.

**ALTERNATE ALERT:** Wayne Melnick's Russia may be in need of a new Tsar.

### BORIS'S BULLETIN BOARD

**THOUGHT FOR THE MONTH:** "We are sentenced by our nature to create. There is no way to avoid investigation of what is in or around us. There is no way to close one's eyes to creation or discovery."

---Nobel laureate Roald Hoffman

*Parlori Hope* is a new 'zine dedicated primarily to EMPIRES IN ARMS, secondarily to EMPIRES OF THE MIDDLE AGES, and tertiary to DIP/COL DIP. Subscriptions are \$1.50 an issue (\$2.25 if you're playing EIA since you'll be getting a biweekly update). If interested contact Rich Goranson, 10 Hertel Ave. #208, Buffalo, NY 14207-2632, e-mail: calvert1@prodigy.com. Jack, this ought to be right up your alley. Immediate openings are available in EIA 1805 campaign, EIA 1792 campaign, DIP, Modern DIP, and EotMA.

Coming soon! World DIPCON (see flyer on p 17). And don't forget AvalonCon 81 Jul-4 Aug.

### BOOS & KUDOS

This month's Madame Boldue Press Excellence Award (and free issue) goes again to Ron Fisher for his *Times* of London article in Boris X.

This month's Mr. Nar Super-Sudsy Bomb is lobbed at the Osbornes and at Dave Anderson for incredibly late orders.

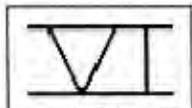
### PERSONAL COMMUNICATIONS HERE:

**DEADLINE FOR MOST GAMES IS NOON (CDT) 6 JUL 96**



## THEY SPEAK!

WINTER 1918/19



1994/95

**YORK:** I'm not known for my endgame statements, but I've a few comments in this game. Overall, I'm known in the hobby as a "team player" (a voter for draws, so to speak), so it was VERY surprising to find Russia stabbing me without a clear-cut chance for a win. This was the determining factor in the English win. I would have been quite welcome to vote for a two-player draw, but with the stab, I only played for win.

In the past few years, I've been overwhelmed with the number of games I've played, and have been called as a standby (this game was a standby). Thus, I mostly play my games as if I'm playing "Gunboat" - i.e. minimal conversation between players. This may have resulted in the stab, but it was not a choice the Russian should have made...unless he had the undying support of the Austrian. Unfortunately for them, they tried a two front war which was the death of both of them.

Thanks for a great game, and I did enjoy the letters I received. I can't say that I regret my non-communicative nature -- after all, I did win, but I much prefer games with communication between players. Hopefully in the future I'll be able to. But this is one of the few clear cut victories I've had, (so I need to treasure it <grins>).

**MORRISON:** It seems odd after all this time to have completed 2 Dip games at the same time and survived to the end. As Austria in Boris VI, I let my guard down with England to take out a weaker French position and left my back wide open. England recovered and Andrew earned the win while Austria and Russia treated each other. I enjoyed playing with all of you and congratulations on your victory. Andy.

**GM:** Way back in 1912 I thought this was a dead draw. In 1914 I thought it would go on forever. Wrong on both counts. Congratulations to Andy on a fine finish. And thanks to all the finishers--this is the first game here where none of the starting players were there at the end of the game. I still think Austria could've won it in about 1913 had he played it right in 1910 and 1911. Ah, well.

**HANNA:** What? The war is over? I don't have to decide whether to "retreat" from the North Sea to the Skaggsrak or the Helgoland?

I think Wayne probably deserves a solo victory here, but I don't believe in beating a gift horse around the tree in a bush, or whatever. My heartfelt thanks to anyone who bothered to write to me in this game. It felt a lot like gunboat most of the time, but I didn't do my part much either.

VII

1994/95

**MORRISON:** I was distracted by the Harem, he must have drugged the tea, I must find an excuse for accepting this draw.... Just when I thought... It was a great game and I had a good ally in Chuck - we must tangle again.

**GM:** Yup. Wayne should've won it, and all he had to do was vote against the draw a few times and he probably would have. I'd like to extend my thanks to both Chuck and Dave for answering the standby call.



Prokophjevic/Politika/Belgrade





# SULTAN RETURNS!! FRANCE INVADED!



SPRING 1982

1996G

**MINAS MORCUL:** Turkey has snaggped out of its crisis and is taking advantage of the current elashes between Austria and Italy. Could a Turko-Russian steamroller be getting up a head of steam? Germany has invaded France even as the French prepare to invade England, which is in the meantime establishing a firm grip on Scandinavia--and soon STP.

## TROOP MOVEMENTS

AUS (J. Shacklett): [F Tri-Ven] A Gal-Bud, A Ser S A Gal-Bud, [A Vie-Tri]

ENG (Fisher): A Nwy-Swe, F Nrg-Bar, F Nth C A Edi-Nwy, A Edi-Nwy;

FRA (Carbonneau): A Spa-Mar, [A Bur S A Par-Pic] (r-??%), F Per-Mid, A Par-Pic, F Bre-Eng;

GER (Boyum): A Hol S A Bel, A Bel S A Mun-Bur, F Den S ENG A Nwy-Swe, [A Ber-Pru], A Rie-Ruh, A Mun-Bur;

ITA (Zodda): F Tun-Iom, F Nap-Apu, [A Ven S A Tri], A Tri H;

RUS (Anderson): A Ukr-Rum, [A War-Pru], F Sev A A Ukr-Rum, F Bot H

TUR (Gunar): A Bul-Ore, A Smy-Con, F Bis S RUS A Ukr-Rum.

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; neo = unit not so ordered; nap = no such place; neu = no such unit; oth = off the board; otm = unit on the move; (u) = unit unordered. French A BUR must retreat oth, or to GAS or PAR.

Due next time are: orders for Fall 1982.

## EMBASSY BEAT

**PARIS:** French forces successfully completed training in the Iberian peninsula and are now prepared to defend the French borders against all transgressors.

## BORIS WORLD PRESS REVIEW

*Paris Herald*--Quoting unnamed gov't sources "French troops are prepared to fight and/or help its neighbors."

*The Times* (London). No tea to be served in Paris? Hump, no proper Englishmen would consider eating those zilly bent-shaped rolls at breakfast anyway so need to ban them in a tit-for-tat spite -- which reminds me of an old Vaudeville joke: seems a French woman had triplets, named 'em Tim, Tom, and Tat. Everything was fine 'til it came time to dine when she found there was no tit for Tat. Her: har, hump, well -- I guess you had to be there...

## CLASSIFIEDS

And now the rest of the story... I once meant this big strapping Frenchman who swore he was born an identical triplet with these two regular sized fellows. Now my French isn't very good, but it seems they were suckled by Mom and he was suckled by Dad. I may have got the translation wrong though...

Reservations are being taken for either golf in Scotland or skiing in the Alps, or Oktoberfest in MUN.





# DOWN WITH THE KING

## Baroness Mary faces Hearing!

Turns 1/2



**Errata:** The revised rules have most of the Ladies starting at higher rank.

### The Cast:

Sir Michael (#15, Deb Osborne), 25 PP, 10 IP, 12C  
 Countess Elizabeth (#62, John Butitta), 25 PP, 10 IP, 12C  
 Countess Ruth (#63, Dave Anderson), 25 PP, 10 IP, 12C  
 Sir Richard (#14, Jack Shacklett), 25 PP, 10 IP, 12C  
 Baroness Mary (#64, Dan Farrow), 25 PP, 10 IP, 12C

### The Cabinet:

|                                |                                    |
|--------------------------------|------------------------------------|
| Monarch: King George           | Consort: <Vacant>                  |
| Navy: Sir James (#22)          | High Minister: Lord Percival (#41) |
| State: Duke Marley (#44)       | Army: Duke Roland (#42)            |
| Trade: Earl Francis (#39)      | Justice: Earl Duncan (#54)         |
| Epain: Sir Drew (#11)          | Beysan: Earl Maxwell (#32)         |
| Sandarkan: Sir Charles (#24)   | Cronos: Knight Dale (#25)          |
| City States: Sir Malcolm (#13) | Treasury: Lord Mortimer (#26)      |

ROYAL DEATHS: Queen Catherine, Alfred, Almery, Philip

### Turn 1

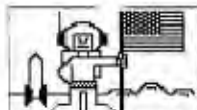
1. Player order: Sir Michael, Sir Richard, Countess Ruth, Baroness Mary, Countess Elizabeth
2. Office: N/A
3. Political Problems: none
4. Crown Event: Monarch's support is 90. One political problem--International Incident
5. Player Turns:
  - Sir Michael: Enlists #36, acquire title (-2 IP), roll on Literary Table (-2 IP for +1): 8+1 = 9: Good Poetic Skill, +1 PP +2 drm.
  - Sir Richard: Enlists #41 (High Minister), gains 1 IP, goes sporting (pays 2 IP): result 8+1 = 9 Winner: Gain 10 PP, play 'Monarch's Counselor' on Richard.
  - Countess Ruth: Enlist #53, make #53 a henchman, reverse Scandal on Duke Marley, Minister of State & plays two informer cards 11-2 = 9: Rumors unsubstantiated --no effect.
  - Baroness Mary: RMR! Enlist #34, no other actions.
  - Countess Elizabeth: Enlist #65, promote Elizabeth to Marquise (-4 IP), consult Business Speculation Table (-3 IP) (pay 2 IP to get +1 to DR) 8+1 = Good Gain +15 IP (+1 drm).

### Turn 2

1. Player order: Countess Ruth > Knight Michael > Marquise Elizabeth > Baroness Mary > Sir Richard.
2. Duke Marley resolves (5) the International Incident (Monarch's Support +10).
3. INTRIGUE: Countess Ruth draws 'Army Support' from Knight Michael, 'Alibi' from Marquise Elizabeth, 'DWTK' from Baroness Mary, and 'Informer' from Sir Richard. All but 'DWTK' are discarded, and Baroness Mary is accused of Wrongdoing! She fails (6) the pre-hearing roll (Rule 23.2) and goes to a Hearing (Rule 25) and probably a Trial (Rule 2).

We pause here to allow the players to decide whether they want to present 'Evidence', 'Alibies' or 'Informers' at either the Hearing or the Trial. We will continue with Turn 2 thereafter. You've drawn Loyalty, Opportunity & Event.  
 Of course you may not use the new Event card at the hearing or the Trial.

Countess Ruth (#67): 25 PP, 10 IP, 10C, #53  
 Knight Michael (#15): 27 PP, 6 IP, 12C, #36  
 Marquise Elizabeth (#62): 25 PP, 16 IP, 12C, #65  
 Sir Richard (#14, MC): 35 PP, 9 IP, 11C, #41  
 Baroness Mary (#64): 25 PP, 10 IP, 18C, #34 (at Hearing)



# LIFTOFF! Texas & Fenwick Flop!



1957/58

## THE CAST

Andorra (Dave Anderson)  
Duchy of Grand Fenwick (John Butitta)  
Republic of Texas (Andy York)  
Spain (Dan Farrow)  
Sweden (Al Bargender)

## Cash from '56

6 MB  
6 MB  
6 MB  
6 MB  
28 MB  
12 MB

## '57 Budget

60 MB  
60 MB  
60 MB  
60 MB  
60 MB  
60 MB

1957

- All collect 60 MB.
- Draw Event card. Grand Fenwick does not spend 10 MB to fix minor problem -5%.
- AND: Buy one stage Rocket ('A' -3 MB), one orbital Satellite ('1' -1 MB), initial one-person Capsule ('a' -15 MB)  
DGF: Buy one 'A' (-3 MB), one '1' (-1 MB), initial 'a' (-15 MB)  
RoT: Buy one 'A' (-3 MB), initial 'a' (-15 MB), initial Liquid Fuel Strap-On ('D', -12 MB)  
SPA: Buy one 'A' (-3 MB), one 'a' (-2 MB), initial Astronaut (-15 MB)  
SWE: Buy initial 'a' (-15 MB)
- Conduct Research:  
AND: 8 dice on 'A' (-16 MB, +26%) & 8 dice on '1' (-3 MB, +36%), 8 dice on 'a' (-8 MB, +34%)  
DGF: 8 dice on 'A' (-16 MB, +24%), 8 dice on 'a' (-8 MB, +37%), 8 dice on '1' (-3 MB, +12%)  
RoT: 8 dice on 'A' (-16 MB, +31%), 8 dice on 'a' (-8 MB, +35%)  
SPA: 8 dice on 'A' (-16 MB, +32%), 8 dice on 'a' (-8 MB, +32%)  
SWE: 7 dice on '1' (-7 MB, +24%), 8 dice on 'A' (-16 MB, +27%), 8 dice on 'a' (-8 MB, +29%)
- Declare Future Missions. Andorra, Fenwick, Spain & Texas will launch in 1958.
- No rushed launches. Texas wins the coin toss to launch first.
- Republic of Texas launches an orbital satellite. Liftoff: 28 < 65%, Earth Orbital Burn: 21 < 70%, Orbital activities: 74 > 70% Failure! Budget -3 MB. 'A' & '1' +1%  
Grand Fenwick launches an orbital satellite. Liftoff: 64 > 53% Failure! Budget -3 MB. 'A' +1%

1958

- Andorra collects 70 MB, DGF collects 65 MB, RoT collects 65 MB, Spain collects 65 MB, Sweden collects 68 MB.
- Draw Event Card:  
AND: Budget +10 MB. Severe Storms. Launch facility inop, cost 15 MB to fix.  
DGF: Budget +8 MB. Engineering Advance. Hardware half price this year.  
RoT: Budget +7 MB. Counterintelligence. Lower foe's program to your safety level.  
SPA: Budget -2 MB. R&D Bonus. Add +1 to each R&D die.  
SWE: Budget -2 MB. Test Failure. Subtract 15% from 'A's safety level.

Due next time will be your purchases, R&D expenditures, rush decision for 1958 and if you plan a launch (and what) for 1959. Texas should include who to shaft and Andorra must fix its launch facility or scrub its planned mission.

| Country | '59 Bud | Cash  | A       | 1       | a       | D       |
|---------|---------|-------|---------|---------|---------|---------|
| Andorra | 80 MB   | 12 MB | 2 @ 61% | 2 @ 95% | 1 @ 44% | ---     |
| Fenwick | 65 MB   | 12 MB | 1 @ 54% | 1 @ 87% | 1 @ 42% | ---     |
| Texas   | 69 MB   | 9 MB  | 1 @ 66% | 0 @ 71% | 1 @ 45% | 1 @ 10% |
| Spain   | 63 MB   | 41 MB | 2 @ 60% | ---     | 2 @ 67% | ---     |
| Sweden  | 61 MB   | 15 MB | 1 @ 41% | 1 @ 94% | 1 @ 39% | ---     |

NOTE: Andorra's Launch facility is inop and will cost 15 MB to fix. Spain has one astronaut (name?).

## PRESS

Buchess Gloriana XII, as she looks in the rocket in the Jericho tower of the Duchy castle, wonders why none of the nations of the world responded to her handwritten note announcing the Duchy of Grand Fenwick rocket. The note carefully described the propellant, a mixture of iron filings and a distillate of Pinot Grand Fenwick - Cru. What will they think, Gloriana wonders, when they see a rocket launch from Central Europe?



# BRITANNIA

Turns 3 & 4  
185-335 AD



## The Cast:

PURPLE: Paul Zieske  
GREEN: Peter Boyum

BLUE: Shawn Beck  
RED: David Andersen

## The Board:

ROMANS: 3A @ Hwicce; 2A @ F @ Alban; 2A @ York; 1A @ F @ Dunedin, Lindsey; F @ Avalon, Bernicia, Cheshire, Cumbria, Downlands, Essex, Kent, Lothian, March, N. Mercia, Norfolk, S. Mercia, Suffolk, Sussex.  
WELSH (2): 1A @ Clwyd, Cornwall, Devon, Dyfed, Gwynedd, & Powys.  
BRIGANTES (1): 2A @ Galloway, Pennines, Strathclyde.  
PICTS (1): 2A @ Dalriada, Skye; 1A @ Mar & Moray.  
CALEDONIANS (9): 2A @ Hebrides; 1A @ Caithness & Orkneys.

## Turn 3 (cont)

WELSH (2): Grow 6 pp. Add 1A @ Dyfed & Powys. 1A Dyfed-Gwent.  
BRIGANTES (1): Romans allow growth of 2. Add 1A @ Strathclyde. 1A Strathclyde - Dalriada (2,6,8 -1 Brig).  
PICTS (1): Grow 2(5) pp. Add 1A @ Skye. 2A @ Skye-Caithness (5,4,1, 3, 2, 2, 3, 6 -1 each).  
CALEDONIANS (9): Grow 1. Hold.

## Turn 4

ROMANS: 2A Dunedin-Bernicia, 1A Dunedin-Lothian, 1A York-Cheshire, 1A York-Suffolk, 1A Lindsey-Norfolk, 1A Hwicce-Kent, 1A Hwicce-Essex, 1A Channel-Sussex.

Brigantes may grow in Turn 4

Score: Purple 28, Blue 6, Green 4, Red 3.

## The Board:

ROMANS: 2A @ F @ Bernicia; 1A @ F @ Cheshire, Essex, Kent, Lothian, Norfolk, Suffolk, Sussex; 1A @ Hwicce, F @ Alban, Avalon, Cumbria, Downlands, Dunedin, Lindsey, March, N. Mercia, S. Mercia.  
WELSH (2): 2A @ Powys; 1A @ Clwyd, Cornwall, Devon, Dyfed, Gwent & Gwynedd.  
BRIGANTES (0): 2A @ Galloway, Pennines, Strathclyde.  
PICTS (0.5): 2A @ Dalriada; 1A @ Caithness, Mar, Moray, Skye.  
CALEDONIANS (1): 2A @ Hebrides; 1A @ Orkneys.

Plots-Romans: Go home! And take the Brigantes with you.

Due next time are orders for the rest of Turn 4 and the Roman Turn 5.

LEGEND: A = army, L = leader, R = raider, (#) = population points, r-??? = retreats to ???, # = attacking/attacked by Legion.

## ETHELRED

Turn 5 (awaiting Angles)

## The Board:

ROMANO-BRITISH: 3A @ Moray; 2A @ Mar; 1A @ Alban.  
WELSH (1.5): 2A @ Gwent & Powys.  
BRIGANTES (1): 2A @ Bernicia.  
PICTS (1): 2A @ Caithness.  
IRISH (1.5): 1A @ Avalon, Cornwall, Devon, York.  
SCOTS (1.5): 3A @ Galloway; 2A @ Strathclyde; 1A @ Dalriada, Skye, Orkneys.  
JUTES (1.5): 2A @ Kent; 1A @ Sussex.  
SAXONS (2.5): 3A @ S. Mercia; 2A @ N. Mercia; 1A @ Downlands, Essex, Hwicce, Lindsey, March, Norfolk, Suffolk.  
ANGLES (1.5): 1A @ Lothian, North.



# DANGER IS MINE



## Diesels Happen! ORs 7.1 & 7.2

Correction Notice: Michael Quist had not sold his share of B&O to purchase a share of NYNH as previously reported, thus he has 3 shares of NYNH and the B&O is sold-out (stock price rises to D 110). Tile #25 is located in D18(se).

### PLAYER HOLDINGS:

|                 |  |
|-----------------|--|
| John Butitta:   | 5-CPR(P) & 4-ERIE: \$11 (Priority Card)      |
| Paul Zieske:    | 6-B&M(P), 2-PRR, 2-B&O, 1-C&O & 1-CPR: \$199 |
| Chuck Hanna:    | 6-B&O(P), 2-NYC, 2-B&M & 1-C&O: \$7          |
| Michael Quist:  | 6-C&O(P), 1-B&O & 3-NYNH(P): \$84            |
| Wayne Morrison: | 6-PRR(P), 2-C&O & 1-B&O: \$357               |
| Don Chinnery:   | 5-NYC(P) & 6-ERIE(P): \$81                   |

### COMPANY STATUS:

| Name | Trains      | Value  | Pool | LO  | Par   | Treas  | Tokens |
|------|-------------|--------|------|-----|-------|--------|--------|
| NYC  | 1-3" & 1-4" | D 120  | 3    | --- | ---   | \$221  | 1      |
| B&M  | 1-3"        | B 112  | 1    | 1   | \$100 | \$592  | 0      |
| B&O  | 1-3" & 1-5" | D 110  | 0    | --- | ---   | \$90   | 0      |
| PRR  | 1-3" & 1-4" | E 100  | 2    | --- | ---   | \$120  | 2      |
| NYNH | ---         | A 100a | 0    | 7   | \$100 | ---    | 2      |
| ERIE | ---         | A 100b | 0    | --- | ---   | \$1000 | 3      |
| CPR  | 1-4"        | D 90   | 1    | 3   | \$90  | \$680  | 3      |
| C&O  | 1-4" & 1-5" | B 90   | 0    | --- | ---   | \$40   | 2      |

Trains Available: 3, 5, 66, DDDDDD

### Operating Round #7.1

NYC - Lay tile #9 in D16(w), run trains - D16-E19-G17-G19s for \$140 and G19s-H1E-I15 for \$150, payout \$52/share dividends! +\$160 Chinnery, +\$64 Hanna & +\$26 to NYC, stock moves to D 130, no train purchase, treasury = \$317

B&M - Upgrade E23 w/tile #51(ne), run train - E19-G17-G19 for \$120, payout \$12/share dividends! +\$72 Zieske, +\$24 Hanna & +\$12 B&M, stock moves to B 126, purchase 1-5" train for \$450, treasury = \$94

B&O - Upgrade I15 w/tile #51(sw), run trains - H15w-H16-I15 for \$140 & K13-J14-I15-H10-H4 for \$160, payout \$30/share dividends! +\$150 Hanna, +\$50 Zieske, +\$50 Quist & +\$30 Morrison, stock moves to D 120, no train purchase, treasury = \$90

PRR - Lay tile #7 in H2(ne), run trains - I15-H16-H18w for \$140 and I15-H12-H10-H4 for \$110, payout \$25/share dividends! +\$150 Morrison, +\$50 Zieske and +\$50 PRR, stock moves to D 110, no train purchase, treasury = \$170

ERIE - Lay tile #59 in E11(e) and home token in E11(e), no train or run, stock falls to A 90, purchase 1-3" train from the NYC for \$285 and purchase 1-6" train for \$680, treasury = \$85 (NYC has \$602 in treasury)

\*3" Trains are whisked away to the scrap yards.

CPR - Lay tile #9 in B14(e), run train - E19-B20-A19-B16 for \$100, payout \$10/share dividends! +\$50 Butitta, +\$10 Zieske & +\$10 CPR, stock moves to D 100, no train purchase, treasury = \$390

C&O - (no available connection to 25 nor sufficient monies to lay track in E51, lay Tile #7 in E21(se), run trains - F2-P4-F6 for \$130 and F6-G7-H10-I15 for \$120, payout \$25/share dividends! +\$150 Quist, +\$50 Morrison, +\$25 Zieske & +\$25 Hanna, stock moves to B 100, no train purchase, treasury = \$40

### Operating Round #7.2

NYC - Lay tile #8 in E12(w), run train - G17-G19-H18-I15 for \$200, withhold \$200, stock falls to D 120, purchase diesel w/4" train trade-in for \$800, treasury

With this quick purchase of the diesel, the operating round will be halted here so the affected players have time to consider their options. I would like to receive orders for the remainder of Operating Round #7.2 and #7.3 for next deadline.



# PLAYER HOLDINGS:

John Butitta: 5-CPR(P) & 4-ERIE: \$61 (Priority Card)  
 Paul Zieske: 6-B&M(P), 2-PRR, 2-B&O, 1-C&O & 1-CPR: \$416  
 Chuck Hanna: 6-B&O(P), 2-NYC, 2-B&M & 1-C&O: \$293  
 Michael Guist: 6-C&O(P), 1-B&O & 3-NYNH(P): \$264  
 Wayne Morrison: 6-PRR(P), 2-C&O & 1-B&O: \$587  
 Don Chinnery: 5-NYC(P) & 6-ERIE(P): \$241

## COMPANY STATUS:

| Name | Trains | Value | Pool | I.O. | Par | Tress | Tokens |
|------|--------|-------|------|------|-----|-------|--------|
| NYC  | Diesel | D 120 | 3    | ---  | --- | \$ 2  | 1      |

Operating Round #7.2 will restart in the order shown:

|      |       |       |   |     |       |       |   |
|------|-------|-------|---|-----|-------|-------|---|
| B&M  | 1-"5" | B 126 | 1 | 1   | \$100 | \$ 94 | 0 |
| B&O  | 1-"5" | D 120 | 0 | --- | ---   | \$ 90 | 0 |
| PRR  | ---   | D 110 | 2 | --- | ---   | \$170 | 2 |
| CPR  | ---   | D 100 | 1 | 2   | \$ 90 | \$550 | 3 |
| C&O  | 1-"5" | B 100 | 0 | --- | ---   | \$ 40 | 2 |
| NYNH | ---   | A 100 | 0 | 7   | \$100 | ---   | 2 |
| ERIE | 1-"6" | A 90  | 0 | --- | ---   | \$ 85 | 2 |

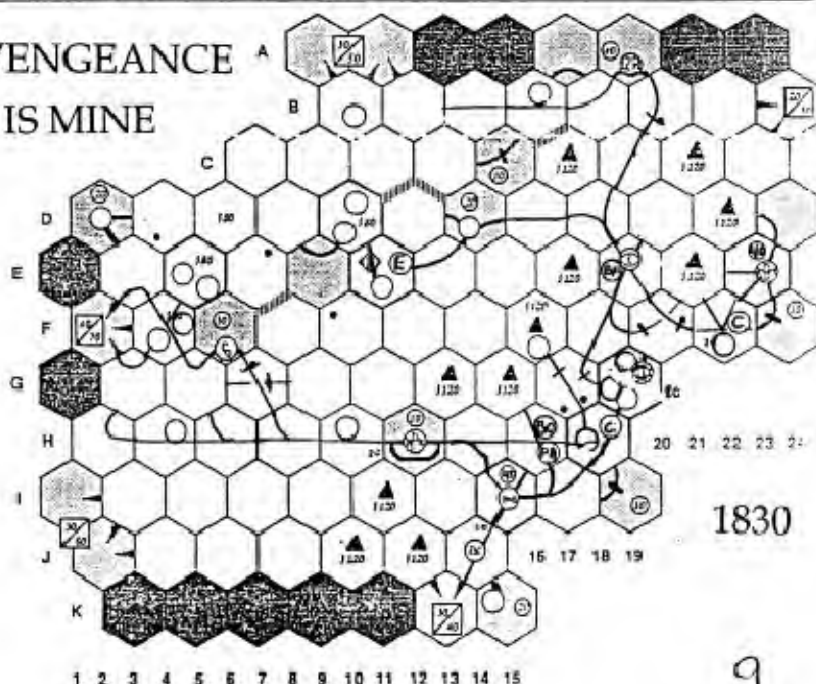
Trains Available: 6, DDDDD

## Tiles Available:

Yellow: 1(1), 3(2), 4(2), 7(0), 8(7), 9(4), 57(0), 58(1), 69(1)  
 Green: 14(0), 15(1), 16(1), 18(1), 19(1), 20(1), 23(0), 24(8), 25(0), 26(1), 27(0), 28(1), 29(0), 69(1)  
 Brown: 39(1), 40(1), 41(2), 42(2), 43(2), 44(1), 45(2), 46(2), 47(1), 63(4), 64(1), 65(1), 67(1), 68(1), 70(1)

**DUE NEXT:** Orders due for next time will be for the remainder of OR #7.2 and OR #7.3. Please provide alternate tile lays and/or general intentions for track development, just in case. Deadline to Mark is 3 Jul 96

# VENGEANCE IS MINE





# 1835

## The End Is Near!

### BR 10.3 AB 11



**Achtung!** MS paid 270 in OR 10.2, but the stockholders didn't get all of it. Adjust DF, RF, and PZ accordingly. WT's 4-train made 210M, not 200, so MT owns 10M.

**Spickerstichung:** (Aktienlimit = 9, 8 = at limit, 4 = pair of 0.5 PR)

|           |                                       |
|-----------|---------------------------------------|
| Farrow    | 611M, 5 BY(Dir), 8 MS** (Dir), 1 SX * |
| Bullitt   | 872M, 8 SX(Dir) <der Zug>             |
| Fruch     | 1629M, 10* BA(Dir), 2 PR *            |
| Chinnery  | 721M, 5 PR *(Dir), 6** OL (Dir) *     |
| Tauk      | 1063M, 10* WT(Dir), 0.5 PR, 1 BY *    |
| R. Fisher | 1007M, 4 BY, 3 SX, 1 HE, 1 MS *       |
| Zieske    | 1428M, 9* HE(Dir), 2 PR, 1 MS *       |

**Gesellschaftsteilung:**

| Name | Value | Pool | IO | Cash | Trains | Tokens                   |
|------|-------|------|----|------|--------|--------------------------|
| BY   | 8288  | 0    | 0  | 15   | 4      | 015, L14, J8, J6, (1)    |
| SX   | D193  | 0    | 0  | 103  | 4+     | H18, H20, C11            |
| BA   | D189  | 0    | 0  | 315  | 3+     | L6(SW), H2               |
| HE   | B134b | 0    | 0  | 305  | 3+, 4  | J8, J3                   |
| WT   | B184b | 0    | 0  | 160  | 3+, 4  | M9, B19                  |
| PR   | E126  | 0.5  | 0  | 88   | 55.5+  | E19, H2, F14, G5, C11(2) |
| MS   | D94   | 0    | 0  | 110  | 6      | C13, E19                 |
| OL   | E80   | 0    | 4  | 0    | 6      | D6, C11                  |

**Betrachtungsrunde 10.3:**

BY: Run J3-J6-J8-L14 (180M). Pay (DF +90M, RF +72M, MT +18M). Price goes to B518.  
 SX: Run H16-H20-E21-B36-B14-B12-C11-E19 (240M). Pay (JB +144M, RF 72M, DF +24M); price goes to D214.  
 BA: Run J8-J4-J3-I1-H2-H4 (180M). Pay (MNF +180M); price goes to D154.  
 HE: Lay #217 in L6(1). Run L14N-J8-J4-J3-I1-K3 (140M) & H2-I3-J6-J8 (160M). Pay (PZ +270M, RF +30M). Price goes to B150.  
 WT: Lay #28 in D20(w). Run C11-E19-H20-H22 (210M) & C11-B12-B14-B16-E19-C21 (180M). Pay (MT +400M); price goes to B150b.  
 PR: Lay #42 in P8(w). Run J8-J6-J3-H2-G3 (220), C11-E19-H16-H20-H22 (240), E19-B16-B14-B12, C11-F6-F4-C5-G3-H2 (290). Pay (DC +375M, MF +300M, PZ +150M, MT +38M, PR +38M). Price goes to E140.  
 MS: Run C11-E19-H20-H27-L14-J8 (270M). Pay (DF +216M, RF +27M, PZ +27M); price goes to D102.  
 OL: Lay #68w in G7(now). Run C11-G5-G3-H2-I3-J6 (280M). Pay (DC +168M); price goes to E86.

**Aktienrunde 11:**

Bullitt buys 0.5 PR (1018M-70 = 948M). PR sold out.  
 Fruch, Chinnery, Tauk, Fisher, Zieske & Farrow pass.  
 Bullitt buys 1 OL (946M-80 = 866M).  
 Fruch, Chinnery, Tauk, Fisher, Zieske & Farrow pass.  
 Bullitt buys 1 OL (886M-80 = 766M).  
 Fruch, Chinnery, Tauk, Fisher, Zieske & Farrow pass.  
 Bullitt buys 1 OL (788M-80 = 708M).  
 All pass.

Due next time are your orders for Betrachtungsrunde 11.1 (OR 11.1). Fruch has der Zug, not that it matters since the Bank should be emptied in OR 11.1 barring some really kinky train-swapping and some G&D-trains being bought, in which case we'd stop things anyway.

**Spickerstichung:** (Aktienlimit = 9, 8 = at limit, 4 = pair of 0.5 PR)

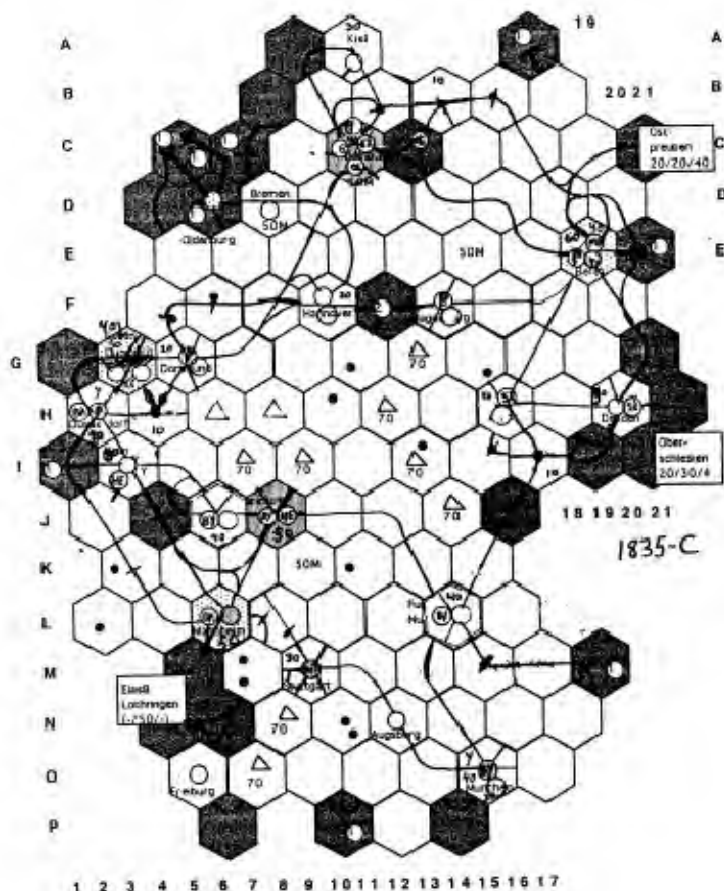
|           |                                       |
|-----------|---------------------------------------|
| Farrow    | 941M, 5 BY(Dir), 8 MS** (Dir), 1 SX * |
| Bullitt   | 766M, 8 SX(Dir), 0.5 PR, 3 OL *       |
| Fruch     | 1059M, 10* BA(Dir), 2 PR * <der Zug>  |
| Chinnery  | 1284M, 5 PR *(Dir), 6** OL (Dir) *    |
| Tauk      | 1480M, 10* WT(Dir), 0.5 PR, 1 BY *    |
| R. Fisher | 1203M, 4 BY, 3 SX, 1 HE, 1 MS *       |
| Zieske    | 1875M, 9* HE(Dir), 2 PR, 1 MS *       |

**Gesellschaftsteilung:**

| Name | Value | Pool | IO | Cash | Trains | Tokens                   |
|------|-------|------|----|------|--------|--------------------------|
| BY   | A348  | 0    | 0  | 15   | 4      | 015, L14, J8, J6, (1)    |
| SX   | C236  | 0    | 0  | 103  | 4+     | H18, H20, C11            |
| BA   | C170  | 0    | 0  | 315  | 3+     | L6, H2                   |
| HE   | A1624 | 0    | 0  | 305  | 3+, 4  | J8, J3                   |
| WT   | A186b | 0    | 0  | 169  | 3+, 4  | M9, E19                  |
| PR   | D154  | 0    | 0  | 134  | 55.5+  | E19, H2, F14, G5, C11(2) |
| MS   | C110  | 0    | 0  | 118  | 6      | C18, E19                 |
| OL   | E86   | 0    | 1  | 240  | 6      | D6, C11                  |

**Verfügbare Züge:** 0+0+0+  
The Bank has 1073M.

**Verfügbare Bleistellen:** #1(1), #2(0), #3(0), #4(1), #5(3), #6(3), #7(8), #8(5), #9(2), #12(1), #13(2), #14(1), #15(0), #16(2), #18(7), #19(1), #20(2), #23(1), #24(2), #25(3), #26(0), #27(2), #28(1), #29(1), #39(3), #40(1), #41(7), #42(2), #43(1), #44(2), #45(2), #46(2), #47(1), #55(1), #56(1), #57(0), #58(2), #63(1), #69(2), #70(0), #87(0), #88(2), #203(2), #204(0), #205(1), #206(1), #216(0), #217(0), #218(0), #219(2), #221(1).





# MERCHANT OF VENUS YUCH WINNER! HEAD NOT NMR! GIZMO LOSES BY 0.2 TURNS!



**ERRATA:** When Ma Nar checked her e-mail a week after the deadline, she found HEAD's orders, dated 1 May. These are obviously valid orders. As they were in the last gasp of the game, they wouldn't matter much except that YUCH receives a \$80 kickback, and by one set of calculations, he only needed \$17 in cash to beat Gizmo by 0.2 turns. Several complete game audit followed (the results of which are not very complimentary to your GM) and YUCH wins. HEAD's missing orders are given below.

H.E.A.D.: (6,4,2) <Moonport(p)>-(Y)-B-(R)-B-(Y)-B-(R)-A-Pointfall(p). Sell Video (draw Dust and Fare Base-2) and buy two Servomechanisms (+\$400-400; +\$80 to YUCH).

This also changed all the 'draws' afterwards, but none made a significant change. But on to the comments.

**HASSLER:** Well, that was a close one. Here I was, all ready to concede to Gizmo, when I am informed that I won after all. I think that I owe my victory to the fact that a very nice trade route existed on the east side of the board. Although I frequently didn't get the navigation rolls that I wanted, I was able to work around that and establish the ports and factories to speed my way through the route. I would like to thank my opponents, particularly Don, for a close and exciting game. Boris for running the game, and Ma Nar for making it even more challenging.

**CHINNERY:** While a victory celebration may be premature because of pending audit, I feel jubilant in doing so well in this game. I felt Gizmo got off to a very slow start. Cultures were being taken just before Gizmo's arrival. The initial cash flow generated by culture you's is very important. I felt these were slipping away to others causing me much concern. On the plus side I feel the acquisition of 'jump start' was very valuable. Gizmo was able to make very good use of 'jump start' and telegates (5 & 6). The ownership of... I wouldn't consider doing anything different except trying to upgrade hold capacity sooner. Thanks to all for fantastic game. It's my wish that Boris give serious consideration to starting another. (sign me up).

**WEISS:** I love MoV. It was a good group and a great game. Thanks

**OSBORNE:** This one was fun. When's the next one?

**<R&S MAXIMUS late Press:**

**PISCATOR:** As I watched L. Lucius trotting around his final lap—in near last place, waving his powder puff and bowing to the crowd, I was reminded of something my father used to say at times like this: "What are you lollygagging behind for? Ye better get yer arse in gear and get a move on or be left behind!" Oh merciful gods, am I stuck with this cretin all season?

**HISTORY OF THE WORLD Optional Rules:**

- Preservation of Culture (Rule 11.2)
  - Fortresses (Rule 11.3)
  - Persistence of Culture (The General, 30, #3, pp 54-55)
  - Auction (The General, 29, #1, pp 26-27). Players bid VP to play specific empires. If this passed, we will begin with bids on the Epoch 1 empires.
  - US Navy. Give the US navigation in either the Atlantic or Pa Oceans (player's choice of which) as well as the Caribbean.
  - Seven-player game: Sumeria is the 7th major empire of Epoch 1. "Trade Bonus" card replaced by a duplicate of one of the other cards of this set.
- "Preservation of Culture" is used another set of monument counters is created.



# MAGIC REALM

Thorn Dead!  
Bats!  
EVENING 11 / DAY 12



## THE CAST:

Dave Anderson:  
John Butitta  
Marcel Carbonneau  
Don Chinnery:  
Dan Farrow:  
Dan Osborne:  
Debbie Osborne:

Bennie the Berserker  
Willie the Pilgrim  
Amber Rose the Amazon  
Ravi the (optional) Wizard (deceased)  
Sinplomo the Sorcerer (aka Misty)  
Smaug of the Dark Helmet, a Black Knight  
Thorn of the Grotto, an Amazon

## EVENING 11

AT Cc4: Thorn begins her *fortendans* with the octopus. She dodges M3, laying her shield in the dodge box, while the octopus swings L4, hitting and now turning red-side up.

Round 2: She again dodges M3 with her shield in the dodge box. This time the octopus thrusts 4 and misses.

Round 3: She again dodges M3, but the octopus swings 4, destroying her shield and killing her.

AT CV4: Willie dines on roasted dragon chops for dinner. Feeling much better he casts a Small Blessing (14 \* + White 16 \* 4 = Peace) then resumes his quest by falling soundly asleep.

## MONSTER ROLL - 3

## Day 12

## MONSTER ROLL - 6

Willie @ CV4: R(14\*), R(16\*), SPX, SP(16\* to WHITE),  
Sinplomo @ BL2: M HP5, M HP5. Reveal Ruins C, Lost City 3, Lair 3, Vault 3, Howl 4,  
Shrine 4, Slither 0.

Bennie & Ravi @ Inn: MCv2, H(5,4 = Y), H, H, H

Amber Rose @ Cr1: H(4,2 = y), S(Loc 4, 1 = chits), S(Loc 2, 1 = passages & clues—discover passage from  
Cr1-Cr6), S(Loc 5, 2 =). Reveal Dark M, Lost Castle 1, Cairns 5, Flutter 2, Patter 2, Patter 5,  
Rear 6. Two bats appear at Cr2.

Smaug @ Cc4: M Cc1, H(2,2 = y). Reveal Strik C, Pool 6

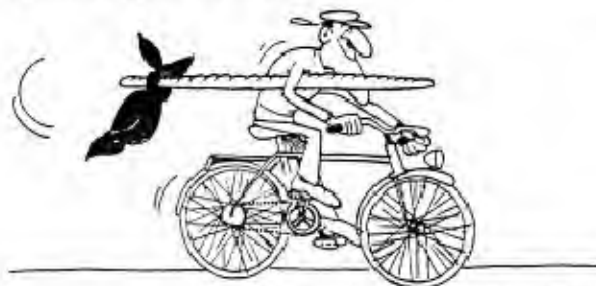
COMBAT: None.

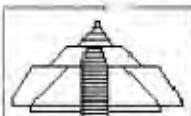
Due next time are orders for Evening 11 and Day 12.

DEAD PILE: The Patrol, Ralph and Roger, Ponies BHQ & B2-B5, H.dragon.

## BOARD NOTES:

Mut Woods, Cliff, and Caves are enchanted. A bat is at DW1. The Order has Cloven Hoot (BLACK, +1 to all rolls) at the Chapel. There is a six-pack of wolves at OW5. There is a giant at Le4 and Cr8. There are two H trolls & the Altar at Ru1. The Lost Castle is at Cr1. Two ghosts haunt DV2. The Pool is at Cc6, a T Troll is at Cc3; the octopus is at Cc4 with a short sword, helmet, and breastplate. There are two HP dragons at Cr2, a T dragon at Cr7 and the TF Dragon at the Hoard at BL8. The Small Campfire & the Bashkirs are at MW5. Cr5 has a T spider, two H spiders, and the Cairns.





## ADV CIVILIZATION

Turns 5.4-6.3



REF EAST

ASSYRIA (Deb Osborne): 3000 BC, 32T  
BABYLONIA (Anderson): 4000 BC, 30T  
ILLYRIA (Marrison): 3000 BC, 28T  
THRACE (Zisake): 3000 BC, 28T, 1S  
AFRICA (Nsat): 3000 BC, 26T  
CRETE (Carbonnesu): 3000 BC, 24T, 1S  
IBERIA (Farrow): 3000 BC, 20T, 1C, 2I  
EGYPT (Ringhafter): 4000 BC, 14T, 1C, 2I

### TURN 5 (continued):

4. BOAT BUILDING: Thrace lets boat rot. Africa trades 2T for a boat @ Carthage. Crete sends 1T in Knossos to maintain ship. Iberia uses 2C to build a boat in Etruria.

### 5. MOVEMENT:

- AS: 2T Naichuk-Cappadocia, 1T L Armenia-Armenia, 2T Armenia-Nineveh, 2T Van-Calcia, 2T Capadocia-Van, 2T Sinope-Ankara, 2T Ankara-Qorbium, 1T Galatia-Ionia, 1T Galatia-Lydia, 4T Kanech-Ankara, 2T Cilicia-Galata, 2T Van-Sinope
- BA: 4T Assyria-Aleppo, 1T Syria-Petra, 1T Syria-Jericho, 2T Syria-Damascus, 2T Aleppo-Phoenixia, 4T Mesir-Carrhae, 1T Mesopotamia-Babylonia, 1T Mesopotamia-Mari, 1T Charax-Ur, 2T Charax-Chaldea, 3T Sumeria-Syria.
- IL: 2T Germany-Illyrium, 2T Rubicon-Rome, 1T Pannonia-Dalmatia, 2T Pannonia-Rubicon, 2T Germany-Pannonia, 1T U Germany-Rhine, 2T L Germany-Germany, 1T Semnium-Tarentum, 1T Neopola-Rome.
- TH: 2T Macedonia-Thessalonika, 3T Thrace-Thessalonika, 1T Thrace-Macedonia, 2T Byzantium-Thrace, 1T Danube-Tyras, 1T Danube-Sythia, 1T Moesia-Paeonia, 1T Moesia-Tyras, 3T Sardes-Ionia, 2T Troy-Sardes.
- AF: 1S, 2T Carthage-Palermo, 2T Thapsa-Carthage, 2T Tunisia-Numidia, 4T Sucreta-Tripoli, 1T Tripolitania-Jalo, 1T Tripolitania-Libya, 1T Jalo-Siwa, 1T Jalo-Cyrenica, 1T Cyrene-Cyrenica.
- CR: 1S Knossos-Rhodes-Knossos-Phaestos-Sparta, 1T Sparta-Argos, 2T Corinth-Athens, 2T Delphi-Thessae, 1T Knossos(s)-Rhodes, 3T Athens-Argos, 1T Athens-Delphi, 1T Delphi-Epirus, 4T Thessae-Thessalonika.
- IB: 1T Belgica-Gaul, 1T Belgica-Aquitania, ~~1T Gaul-Germany~~, 2T Aquitania-Narbo, 4T Massilia-Narbo, 2T Gaul-Etruria, 2T Etruria(s)-Campania, 2T Etruria(s)-Milezzo, 1T Corduba-Hispania, 1T Corduba-Baetica.
- EG: 1T Cyrenica-Jalo, 1T W Desert-Cyrenica, 1T U Egypt-Siwa, 2T U Egypt-Payum, 1T E Desert-Tania, 1T E Desert-Sinal, 1T Ptolemais-E Desert.
6. CONFLICT: 6 Thracians vs 4 Cretans @ Thessalonika (-3 Thrace, -4 Crete), 1 Egyptian vs 1 African @ Jalo & Siwa (both lose 1), two Egyptians vs 2 Africans @ Cyrenica (both lose 1), 3 Thracians vs 1 Assyrian @ Ionia (-1 Assyrian).
7. CITY CONSTRUCTION: Assyria builds Ankara & Cordium, Babylon builds Aleppo & Carrhae, Illyria builds Rome, Africa builds Tripoli, Crete builds Argos, Iberia builds Narbo.
8. REMOVE SURPLUS POP: 1 Thracian @ Sardes & Thrace, 2 Thracians @ Thessalonika, 1 Assyrian @ Cappadocia, 1 Illyrian @ Rome.
9. TRADE: Assyria, Babylonia & Iberia receive 2 cards, Illyria, Africa, Crete & Egypt receive 1 card. You drew \_\_\_\_\_ & \_\_\_\_\_.
- 10 & 11. CALAMITIES & BUY CIV CARDS: n/a
12. ALTER AGE: Assyria, Iberia, Illyria & Thrace advance to 2500 BC, Babylon advances to 3000 BC.

### TURN 6

1. TAXES: Assyria, Babylonia & Iberia collect 4t, Egypt, Africa, Crete & Illyria collect 2t.
2. POPULATION EXPANSION: All double except Africa @ Cyrene, Crete @ Knossos, Illyria @ Rubicon, Germany & L Germany, Babylon @ Syria, and Thrace @ Ionia.
3. CENSUS: Illyria & Thrace 39, Assyria 36, Babylonia 35, Africa 29, Iberia 26, Crete 23, Egypt 22.

Due next time are orders for Turn 6.4/7.3. If anybody is ready to start trading, we'll halt things at the Trade Phase.

### PRESS

Africa-Egypt: Yes we can be friends. Now that our borders are defined, we should have no further conflicts.

Iberia to Illyria: Sorry about that tribe in Etruria. We didn't see them coming.





# DUNE

## A & I Fight Again!



### TURN 2

ERRATA: Harkonnen has 19S. Atreides still has 1C

#### THE CAST

ATREIDES (Fisher): 7S, 1C, 8T @ Arrakeen.  
 EMPEROR (Osborne): 18S, 2C, 3T @ Habbanya Ridge Sitch.  
 FREMEN (Anderson): 2S, 2C, 5T @ Sitch Tabr, 4T @ False Wall South  
 GUILD (Wilson): 21S, 2C, 5T @ Tuck's Sitch  
 HARKONNEN (Bryden): 19S, 4C, 6L, 7T @ Carthag, 5T @ Minor Erg  
 IX (Morrison): 12S, 3C, 5T @ Polar Sink.  
 TANKS: 6A, 2E, 1F, 5H, Lady J.

#### TURN 2

- The STORM moves to Sector 13.
- SPICE BLOW: South Mesa (10) and Oh Gap (6), but not before Shah Hulud appears at Minor Erg (-5H). Funeral Plain still has 6S. We have a Nexus. Atreides and Guild ally.
- BIDDING:  
 E & I bid 4S, H bids 3S, G bids 2S, F bids 1S, E gets \_\_\_\_\_ on tie break (-4S)  
 I bids 4S, H bids 3S, F bids 1S: I gets \_\_\_\_\_ (4S to E)  
 H bids 5S, E bids 4S, A & G bid 3, F bids 1S: H gets \_\_\_\_\_ @ \_\_\_\_\_ (3S to E)  
 E bids 4S, A bids 2, F bids 1S: E gets \_\_\_\_\_ (-4S)  
 G bids 10, A bids 2, F bids 1S: G gets \_\_\_\_\_ (10S to E)  
 H bids 2S, F bids 1S: H gets \_\_\_\_\_ @ \_\_\_\_\_ (2S to E)
- REVIVAL: A revives 2T, E revives 1T, F revives 1T, H revives 3T (-2S)
- SHIPMENT: G goes last. E ships 16T to Habbanya Ridge Sitch (16S to G). A ships 6T to Arrakeen (3S to G). F ships 4T to Funeral Plain. H ships 2T to Carthag (2S to G). G ships 6T to Tuck's Sitch (-3S).
- MOVEMENT: A moves 6T from Arrakeen to Oh Gap. H moves 6T from Carthag to Oh Gap. G moves 5T to South Mesa (2S).
- COMBAT: Harkonnen (6T) vs Atreides (6T, @) at Oh Gap.

Due next time are orders for any voluntary actions from Turn 2 Combat to Turn 3 Spice Blow.

ATREIDES (R. Fisher): 4S, 1C, 6T @ Arrakeen, 6T @ Oh Gap.  
 EMPEROR (Osborne): 13S, 4C, 19T @ Habbanya Ridge Sitch.  
 FREMEN (Anderson): 2S, 2C, 5T @ Sitch Tabr, 4T @ False Wall South, 4T @ Funeral Plain.  
 GUILD (K. Wilson): 29S, 3C, 6T @ Tuck's Sitch, 5T @ South Mesa (2S).  
 HARKONNEN (Bryden): 8S, 3C, 6L, 3T @ Carthag, 6T @ Oh Gap.  
 IX (Morrison): 8S, 4C, 5T @ Polar Sink.  
 TANKS: 4A, 1E, 2H, Lady J.

LEGEND: \* = starred token, (X) = aggressor, A = Atreides, C = card, E = Emperor, F = Freman, G = Guild, H = Harkonnen, I = IX, KH = Kwisatz Haderach, L = leaders, S = spice, s# = sector #, T = token

### STELLAR CONQUEST

JAMES T. KIRK—Due next time are Turn 3 production and orders for Turns 9-12. Your results follow:



# DIPCON XXIX

and

# WORLD DIPCON VI

together at

## ORIGINS 96

Here's all the details:

DC/WDC will be held in conjunction with Origins 96 in Columbus, Ohio on July 4-7th, 1996. Dip rounds will be Friday night, Saturday morning and Sunday morning. There will be a variant event on Saturday night. There will also be a team event. Early Sunday morning will play host to the Dipcon Society meeting. If that's not enough, the World Dipcon Society meeting will immediately follow. This promises to be entertaining, if not informative.

**Registration:** This will be handled by the Origins staff. You may get on their mailing list and order a prereg booklet by calling 1-206-204-5815 or email [ANDON@AOL.com](mailto:ANDON@AOL.com) or at Andon Unlimited PO Box 1740 Renton, WA 98057. The cost is \$33 and you will need to buy one pre-reg ticket at \$3. You will not need a ticket for each individual round. One ticket is good for the whole ball game!

**Housing:** The official Origins hotel is the Hyatt at a convention rate of \$36 a night. They can be reached at (614)463-1234. This hotel is connected to the convention center. If you're willing to drive a short ways, I can direct you to several other Red Roof type hotels in the Columbus area that will save you some \$\$\$\$.

We will have a room exclusively for our use at Origins. This has been a concern in the past that will not be a problem. The Origins staff will not have anything to do with Dipcon. That will be solely under the control of the Dipcon Committee.

Larry Peery is overseeing the WDC portion of the show. He's got quite a few foreign dippers ready to go and this should be one incredible Diplomacy tournament!!!!

Here's what I'd like to have from everyone for the next update:

1. Variant ideas - I'm leaning towards 34 player Anarchy Dip. But that's not a given. Please provide your suggestions!
2. Questions on anything involving Dipcon/World Dipcon/Origins, travel, Columbus. I'll do my best to answer them or get an answer for you.
3. Let me know if you're coming! Since Origins is handling the pre-reg, I won't have the names of attendees until the con itself. Let me hear from you!!! The Dipcon Committee is Steve Cooley, Dan Mathias Director of Scoring and me, Bruce Reiff Chairman. I can be reached the following ways:

mail: 2207 Saxony View Rd., Powell, OH 43065 phone: work (614)411-4400 ext 260 home (614)792-2784  
Email: [BDReiff@AOL.com](mailto:BDReiff@AOL.com)

## ON DECK

### Who's Signed Up for What

- (ADVANCED) CIVILIZATION: Narhi(?), Nast  
BRITANNIA: Morrison.  
CIRCUS IMPERIUM: Nast  
CIRCUS MAXIMUS: Zieske, Nast, Wilson(3b), Fisher  
COLONIAL DIPLOMACY: Boyum, Zodda, Anderson, Fisher, Wilson(2b); need 2 or 3 more  
CONQUISTADOR: Farrow, York; need 2 more  
DIPLOMACY: Oorham, Wilson(1a), Hanna(7th)  
DUNE: Narhi(?)  
1850: Beck, Farrow, Fisher, Hanna, Ringhoffer, Wordelmann, Zieske, Chinnery, Variant; Zieske, Chinnery  
1855: Beck, Farrow, Zieske, Hanna (7th), Fisher, Wordelmann, Chinn  
1856: Farrow, Hanna, Quist, Wordelmann, Zieske, Chinnery  
1870: Farrow, Hanna, Quist, Wordelmann, Zieske, Chinnery  
GUNSLINGER: Farrow; need 5 to 6 more  
HISTORY OF THE WORLD: Farrow, Zieske, Wilson(1b), Morrison, Anderson, Carbonneau, Deb Osborne  
KREMLIN: Wilson, Zodda, Anderson, Fisher; need 2 more  
MAGIC REALM: Chinnery  
MAHARAJAH: Beck, Morrison, Anderson; need 1  
MERCHANT OF VENUS: Wilson(2b), Chinnery, Deb Osborne (need 3 or 4 more)  
RAIL BARON: Chinnery  
SILVERTON: Morrison, Zieske, Hardy(?); need 2 to 4 more  
STELLAR CONQUEST  
SUMMIT: Bergender; need 5 more  
TITAN: Bergender, Dan Osborne; need 2-4 more  
OTHER POSSIBILITIES: GOD'S FIRE, KAMAKURA, PLANET MINERS

### A VERY SIMPLE IDEA

After the Bible, and the Koran, and a few other religious books, Adam Smith's *The Wealth of Nations* has probably been the most influential single book ever written. He had a simple idea. And that idea is that the collective decisions of the people on economic matters, something we now call the market, is the most accurate way to allo-

cate resources and set prices, and determine economic policy. And it sounds on the face of it a little bit selfish and un-Christian. But its great benefit is that it works.

Gordon Cain  
*Entrepreneur*

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# THE BOTTOM LINE

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